

1

WRITE THE DESIGN CHALLENGE* HERE:

Find out about the challenge: go observe in person or learn online.
What is happening? What are the interactions or activities?
Sketch the situation below.



k12



* a design challenge might be: *Redesign the line waiting experience, or Design a way for people of different ages to empathize with each other, or How might our community reduce how much we send to the landfill?*

2

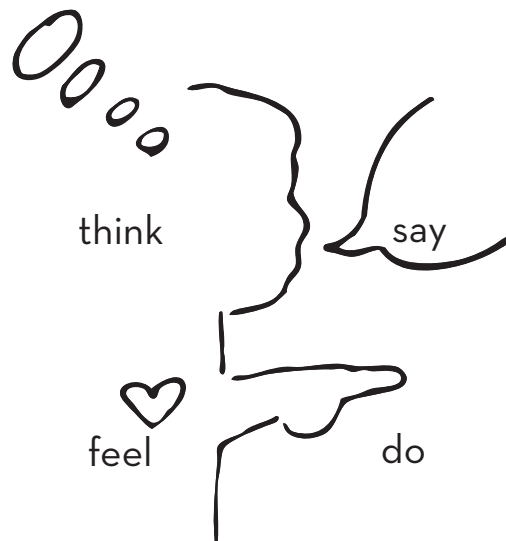
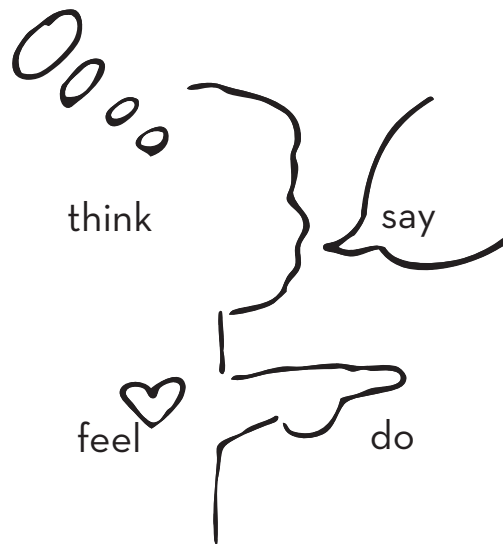
Who could provide you with more information about your challenge?

Consider who would benefit from this challenge.

Make a list of people who you could talk or write to.

Interview at least two people who would benefit from this challenge.

Record what they **say**, **do**, **think**, and **feel** about the challenge below.



3

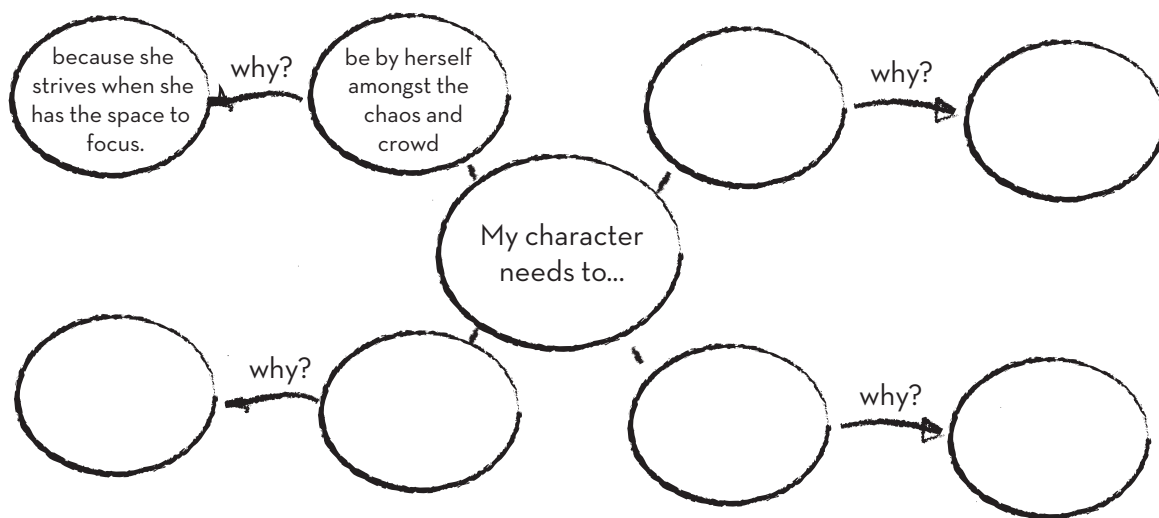
Of all the people you talked to, pick a person to design for.
This person will be your **character**.

Make a sketch of this person.

List at least 5 adjectives that describe your character:

Give your character a nickname
(like "the troublemaker" or "the storyteller"):

What does your character need? How does your character want to feel?
Add to the concept map using the example. Start with the center bubble, and then answer 'why' in the outer row of bubbles.



Fill in the blanks choosing parts from this sheet. Here's an example:

The stressed, smart, supermom needs to care for her kids in a way
that makes him/her feel by herself because she strives when she can focus.

The _____, _____, _____ needs to _____ in a way
(adjective) (adjective) (nickname)
that makes him/her feel _____ because _____.



4

How might you help your character to meet his/her need?
Sketch as many ideas as you can below.

Circle **three** ideas!

THE WILDEST

THE ONE THAT YOUR CHARACTER WILL LOVE

THE ONE THAT IS EASY TO TRY

5

How could you see if your ideas would satisfy your character's needs?
Using what you have, create one or more prototypes, something to show your character what your ideas are and how it would work.
Draw sketches or post pictures of what you made:

Show your character (or someone who can pretend to be your character) your prototypes.
What did you learn about your character or your ideas from showing your prototypes?

How could you use this new learning to make your ideas better?

Change your prototypes based on feedback. Go back for more feedback.
Keep doing this until your character is happy with your solution.





Sketch or post a picture of your latest solution here:

Congratulations on engaging in your design project!

We would love to hear what you created and what you learned.

What was the hardest part?

What did you learn from doing this?

Let us know at dschoolk12info@lists.stanford.edu

